

2020 WYSI In-House Football Game Day Rules
5th & 6th Grade Tackle League

Playing Field: Regulation 100-yard field

- Kickoffs from the 40

Coaches on Field: Coaches are not permitted on the field during play

- 1 coach is permitted on field during time outs

Clock: Four 8-minute quarters / 10-minute half

- Clock will stop for change of possession, timeouts, injury, incomplete pass, penalties, out of bounds, and first downs.

Timeouts: Each team is allotted two timeouts per half

Special Teams:

Punt: Must notify the opposing team and the refs that you intend to punt.

- If snapped – Defense can rush the punt / Offense can run a fake
- If there is no snap – ref will place the ball at Punters feet, both teams will get in ready positions, ref will blow the whistle, punter has 5 seconds to get the kick off, defense must keep 8 players within 5 yards of the line of scrimmage until the ball is kicked, coverage team cannot release until the ball is kicked

Kickoff: From the 40 / receiving team must have 5 players lined up between the 50 & 40. We will play using the IHSAA rules for the kickoffs regarding the ball traveling 10 yards for an onside kick regardless if it is intended or not.

PAT: Can be advanced via rush/ pass or kicked

- If the offense chooses to execute a play, then they have the option of having the ball placed 3-yd line for a 1-point conversion, or they can have the ball placed on the 5-yd line for a 2-point conversion.
- If kicked without snap – line of scrimmage will be on the 3-yd line and ball will be spotted on the 10-yd line, ball will be placed at the holders feet, ref will blow the whistle, holder has 5 seconds to place the ball on the block tee and have kick executed, if no kick within 5 seconds, play called dead PAT unsuccessful. DEFENSE CANNOT RUSH. 2 points awarded for a successfully kicked PAT.
- If the ball is snapped for a PAT, then offense can run a fake, and defense can rush the ball.

Field Goal: Must notify the opposing team and the refs that you intend to kick a field goal.

- If kicked without snap – ball will be placed at the holders feet, ref will blow the whistle, holder has 5 seconds to place the ball on the block tee and have kick executed, if no kick within 5 seconds, play called dead, and opposition takes possession of ball at the original line of scrimmage or the 20-yd line if kick crosses goal line.

- If the ball is snapped for a FG, then offense can run a fake, and defense can rush the ball.
- 3 points awarded for successfully FG.

Format: 11-vs.-11 football

Offense:

- Must have 7 men on the line of scrimmage
- All formations – including empty – are permitted

Defense:

- 4-3 defense ONLY consisting of 4 down linemen, 3 linebackers, 2 corners, and 2 safeties
- DTs can line up heads up on the guards or shade the outside or inside shoulder. Must be in a 3 or 4-point stance.
- DEs can line up in any shade on Tackles or Tight Ends. Can be in a 3 or 4-point stance, or can opt to play from a 2-point stance. If in a shade then they have to be within the framework of the offensive players body
- LBs must be lined up 5-yds from the line of scrimmage, but are permitted to walk up to within 2-yd of the line of scrimmage pre-snap if blitzing.
- CBs must be lined up a minimum of 5-yds from the line of scrimmage
- Safeties must be lined up a minimum of 12-yds from the line of scrimmage.

Blitzing: 2 players (LBs only) may blitz per play. **NO DOUBLE A GAP BLITZES** permitted.

Turnovers: Any player, regardless of weight, is permitted to advance the ball on fumbles or interceptions.

Tied Game: Any game tied at the end of regulation will result in overtime

Overtime: Each team will be awarded 4 plays from the 10-yd line. If the game remains tied after each team possesses the ball then game will be called and ended in a tie.